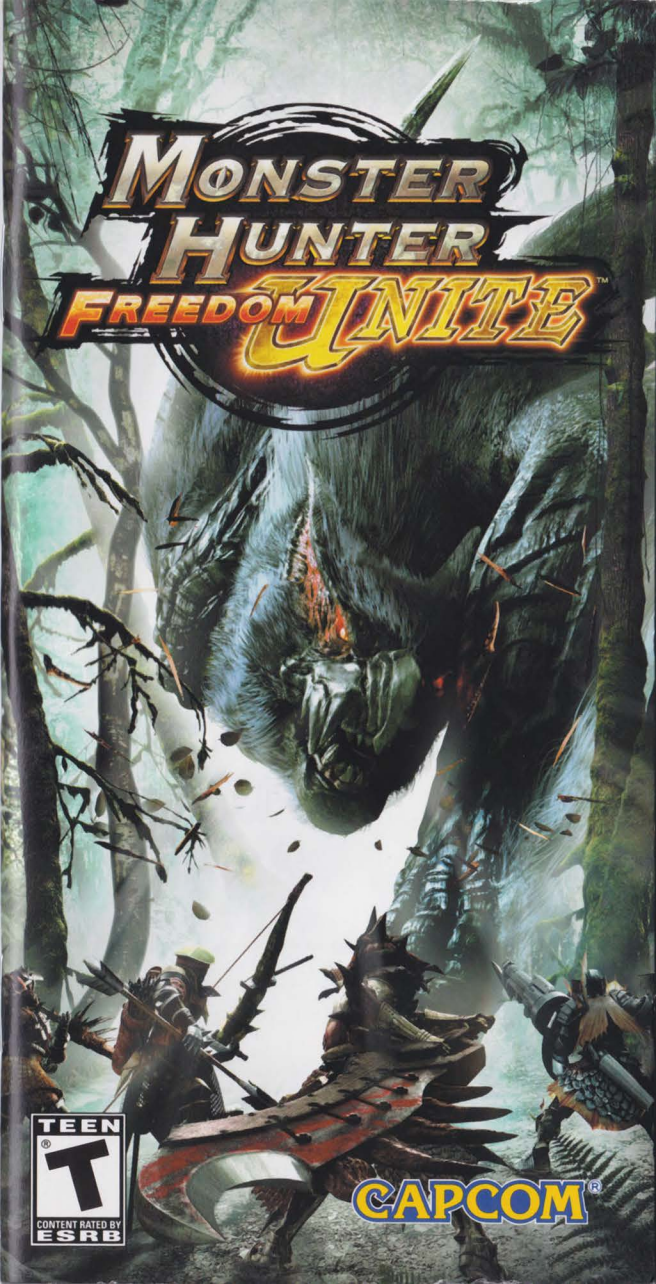
MONSTER HUNTER
FREEDOM UNITE
TEEN
T
CONTENT RATED BY
ESRB
CAPCOM

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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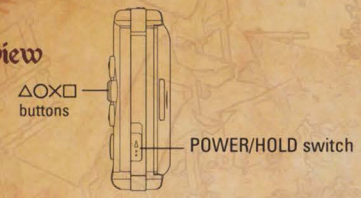
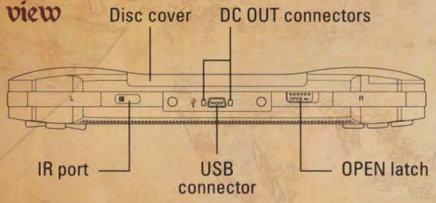
(Before playing the game)
When using the necessary equipment for downloading, please make sure to read the instruction manuals for every piece of equipment.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert MONSTER HUNTER FREEDOM UNITE disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

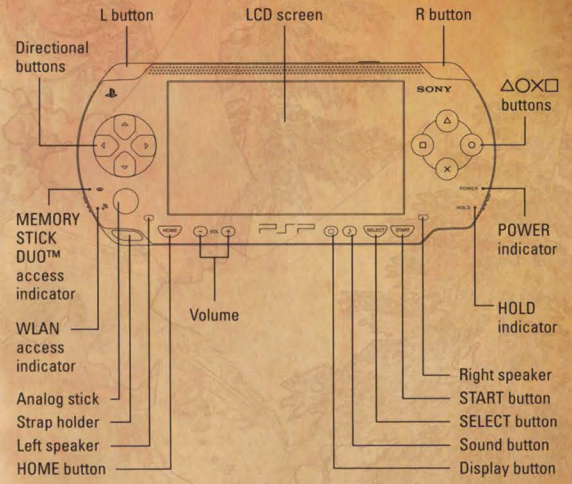
Memory Stick™

Warning! Keep Memory Stick™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick™ into the Memory Stick™ slot of your PSP® system. You can load saved game data from the same Memory Stick™ containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



★ Wireless (WLAN) features

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Wireless Compatible	**AD HOC Mode** Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.
Game Sharing	**Game Sharing** Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.
Wireless Compatible	**Infrastructure Mode** Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

Game Objectives and Quests

In Monster Hunter Freedom Unite™, there is no defined end to the game. Instead, there are a large number of small objectives known as Quests that the player can undertake by conversing with the inhabitants of the land. Players can return to re-challenge any previously completed quests as many times as they wish.

You can take on quests from either the Village Chief or from the Gathering Hall where many other hunters gather. (For more details on each, see page 16 for the Village Chief and page 17 for the Gathering Hall.) Once you find a quest you wish to challenge, you will next head out to the Field and begin the hunt.

There is truly a huge variety and number of quests, all with different targets. Some will have you eliminating monsters that trouble the local populace, some will have you search for special items, and some will have you defend a base location from attack. All these and more are just waiting for you to challenge them.

Once you have cleared a quest, you will receive a reward that matches the difficulty of the quest. Also, clearing one quest may bring about opportunities for new ones, so it's a good idea to frequently visit the Village Chief and the Gathering Hall to see what's there.

Game Menu

Press the START button at the title screen to bring up the game menu. If there is Game (system) data from a previously saved game on the Memory Stick™ when the game starts up, the Game data will be loaded automatically.

New Game

Use Character Creation to create a new character, then begin the game from the very beginning. If you have saved data from Monster Hunter Freedom 2 on your Memory Stick™, you can continue to use it in Monster Hunter Freedom Unite. (See page 06 for more information). You can also use part of a Monster Hunter Freedom Unite character's data to begin a new character.

Continue

Pick up a saved game from where you left off. You must have a Memory Stick™ containing MONSTER HUNTER FREEDOM UNITE save game data inserted in the Memory Stick™ slot in order to continue.

Gallery

By fulfilling certain conditions, you can unlock various special movies. Listed below are the controls for the Gallery:

Controls

Select: directional buttons

Play: ✕ button Back/Stop Playback: ○ button

Options

Change various game settings. (See page 07 for more information).

Download

Use Infrastructure Mode to download new special quests and bonuses. (See page 39 for more information).

Data Install

This will save the game's install data to your Memory Stick™.

By installing this data to the Memory Stick™ loading times will be reduced. (See page 38 for more information).

CAUTION: Monster Hunter Freedom Unite uses a special method to manage its save data. While playing the game, be sure to always leave your Memory Stick™ properly inserted in your PSP® system so as not to damage the data.

Game Data

Contains information on your customized character, the contents of your gallery, etc.

*In order to save the game data, you will need a Memory Stick™, sold separately. Before beginning the game, please make sure that your Memory Stick™ is properly inserted in the PSP®'s Memory Stick™ slot.

*You will need at least 1,824KB of free space available on your Memory Stick™ in order to save your game data.

Three Characters in one Data File

You can create one game data file per Memory Stick™. Each data file can hold information for up to three created characters. If you wish to create more than three characters, you will need another Memory Stick™.

Data is Saved to the Same Location

Once you create a character and save it to a Memory Stick™, it cannot be saved to any other Memory Stick™. The Memory Stick™ used at the time you create your character will have to be the only one used for that character.

Custom characters cannot be copied to more than one Memory Stick™.

Before Stopping the Game

Before ending the game, please be sure to always save your data using the bed in your house.

*Warning: Do not remove the Memory Stick™, reset the game or power down the system during saving or loading. Doing so may corrupt the game data.

If you have save data from Monster Hunter Freedom 2

You can use previous save data from Monster Hunter Freedom 2 to bring over your character and continue playing as them in Monster Hunter Freedom Unite. Insert the Memory Stick™ that contains your Monster Hunter Freedom 2 save data and choose NEW GAME from the game menu screen.

*The character's name will be the same as the one you made for them when you created them in Monster Hunter Freedom 2.

*Your original Monster Hunter Freedom 2 data will not be erased if you choose to bring over your characters in this way.

*There is some character information that cannot be carried over into Monster Hunter Freedom Unite™.

Options

Choosing OPTIONS at the game menu brings up the Options Screen, which allows you to change a variety of game settings.

Controls

Selection:
Directional button Up, Down

Change Settings:
Directional button Left, Right

Confirm: ⊗ button

Return to game menu: ○ button

Language

This will let you select the language you wish to play in.

Sound

This will let you set the sound output method for the game. You can choose between Stereo, Dolby Pro Logic II, and Boost. You can also change these settings during the game.

For Dolby Pro Logic II, select DOLBY PRO LOGIC II in the sound settings, then when you connect your PSP® system to a Dolby Pro Logic II capable audio system (such as an AV receiver, etc) using the PSP®'s video / headphone / mic port, you will be able to enjoy the game in surround sound.

To connect the PSP® to your audio system, you will need an appropriate audio cable (such as Line In) that can fit the audio input port on your system and the PSP®'s video / headphone / mic port. (If you are using a PSP-2000, you can also use the separately sold PSP-2000 only TV Out cable's Voice Out pin plug.)

Caution
In order to keep your hardware working properly, please make sure to always select Dolby Pro Logic II in Options, then connect the PSP® to your audio system while the power for both is turned off. For more information on connecting to your audio system, please read your audio system's instruction manual.
Boost is a setting designed specifically for the PSP®'s speaker output.
*Boost does not work with headphone output.
*Please be careful not to turn the volume up too loud while using Boost.

BGM Level / FX Level

Set the volume of the in-game music and sound effects. (Some music and sound effects will not be affected by this setting.).

Quick Continue

This will shorten the loading time when you resume the game.

Background Loading

Begin loading the surrounding areas before entering them, shortening loading times.

*Using this option may cause your PSP® battery to run out more quickly than usual. It is recommended that you use the AC adaptor for power when playing the game with this option turned on.

Data Install

By loading from both saved install data and the game's UMD™, you can shorten the game's loading times. (See page 38 for more information).

Default Settings

This will restore all the options to their original, default settings.

Village Screen Interface and Controls

This section introduces the interface used inside the village and the controls needed to get around.

*For more information on quest controls, please see page 22.

PSP® (PlayStation®Portable)

* PSP-3000 model displayed

○ button - Move to different area (when option is on-screen).

△ button - Open Destination Menu at specific points and select your destination.

Non-Player Character (NPC)

NPCs can be residents of the Village or travelers from afar. When you approach them, a red mark appears above their heads. Press the ✕ button to speak with them.

Player List Display On / Off
L button

Selection Movement
directional buttons

Player Movement
Analog Stick

Dash (hold down while moving)
R button

Choose Destination
△ button

Cancel Selection
○ button

Talk, Confirm Selection
✕ button

Area Movement, Various Actions
□ button

Open / Close Menu
START button

SELECT button

Item Organization: When viewing your items and equipment you can automatically sort and organize them by pressing the SELECT button.

Skip Cutscenes: Pressing the SELECT button during some of the game's cutscenes allows you to skip them.

*When playing the game via Wireless Play, cutscenes can be skipped if all of the participating players press SELECT button.

Player Character

The player character that you control.

When going to the Gathering Hall to use Wireless Play (Ad-Hoc Mode), please make sure that the PSP®'s WLAN switch is set to On.

*The location of the switch may differ depending on your model of PSP®.

WLAN switch:

Player Info

This displays a list of all the players that are currently gathered in the same online Gathering Hall. It also displays their current quest participation status and other information. Players whose names are displayed in orange are currently participating in the same quest as you.

Pokke Village

Here characters can prepare for their quests at a variety of different facilities.

Training School

Here you can train under a professional instructor and experience a variety of special conditions to prepare you for anything you might encounter outside the village. Also, if you're just starting out in the world of Monster Hunter, you can take part in "Beginner Training" to learn the fundamentals of being a hunter.

Village Chief

This is where you take on quests when playing by yourself.

Item Shop

This emporium deals in tools, ammunition, items for combining, and more. Take care of your hunting needs with one stop here.

Equipment Shop

In addition to purchasing weapons and armor here, you can also use the materials you gained from monsters to make new equipment.

Gathering Hall

Here you can receive quests when playing together with other players and take part in quests that another player has already elected to challenge.

Your House

This is the house that belongs to your character.

Not only does it contain a bed and an item box, it also houses the Felyne(s) you have currently in your employ in the kitchen.

Pokke Farm Lift

The Farm offers opportunities for fishing and digging up treasure. This is enjoyable for Hunters who would rather take it easy than head out on Quests. You can head to the farm by riding down on the lift.

The Village START Button Menu

Press the START button in the Village to bring up a special Village Menu. Use the directional buttons to highlight an option and press the ⊗ button to select it. Press the START button again to close the menu.

Items

Here you can check to see what items you currently possess. In the Gathering Hall, you can also give items with low Rarity to your companions. In the village, you cannot use items.

Combine

Under this option you can combine together multiple items to create a brand new item.

Quest Info

This is where you check to see your current quest's next required tasks.

Gestures

Here you can have your character perform various gestures, such as "Greetings" and "Happy". These can be used in online Gathering Halls inside the village and during quests.

Player Info

Here you can check the status of all the other players in the same Gathering Hall.

Guild Card (See page 20 for more information on guild cards)

View and edit your Guild Card, or give it to a friend in the Gathering Hall. You can also check the cards that you have received from other hunters.

Give Comrade (See pages 21 for more information on Felyne Comrades)

This lets you give Felyne Comrades to other players inside Gathering Halls.

Status

This option lets you double check the status of your current character.

Equipment Detail

Here you can see the details of the weapons and armor that your character is using.

Reference

This is where you can see all of your combination recipes, information on monsters purchased from stores, and the status of your Felyne Comrades. Your Combine recipe list will be filled out as you successfully complete different recipes.

Options (See page 17 for more information on the Online Gathering Hall)

In addition to setting the Online Gathering Hall and Training School lobby selection for online gatherings to auto or manual, you can use this to turn Data Installs (see Page 38) On and Off, as well as change the sound output method (see Page 7).

Player Log

Check to see which other players have left and entered the Gathering Hall, and at what times.

Receive

Use this to receive items and Felyne Comrades (page 21) from other players inside Gathering Halls.

Bed

This will let you save your game data.

When you want to leave the game, be sure to rest in your bed and save your data.

Item Box

This box will allow you to store a large number of items. You can change the contents whenever you want.

Controls

Selection: directional buttons

Confirmation: ⊗ button

Cancel: ○ button

Change Page: L button / R button

*When viewing the equipment selection screen, press the L and R buttons while holding down the △ button."

Put In Item

Select an item from your Inventory and press the ⊗ button to store the item inside the Item Box. You can store multiple items of the same type in the same slot. This allows you to stock up on important items you use a lot.

Take Out Item

To move items out of the item box and into your item pouch, first select the items inside the item box that you wish to take out. Next, select where in your item pouch you would like to place the items. Once you've decided where to place the item, select the number of items you wish to withdraw.

Combine Items

You can combine items inside the box to create new ones. You will need to select two different kinds of items in order to mix up a new one.

Change Equipment

With this you can choose equipment for your character to use from among the contents of the item box. When you wish to remove equipment, select the currently equipped item you want to remove. Please be aware that you must always have a weapon equipped.

Arrange Items

This will arrange all of the items and equipment contained inside your item box. Once an item has been selected, the cursor will turn red; from there, choose where you would like to move it.

Sell Items

This lets you sell items and equipment from inside the item box. Choose the items you wish to sell, check their going price and then decide whether or not to go ahead with the transaction.

Camera Controls

While your item box is open, you can control the camera freely and look at your character from any angle you wish.

Controls

Rotate Character: Analog Stick

Exit / Return to Menu: START button

Move Camera: (after closing the menu) Directional button

Change quickly with My Set!

My Set is a very convenient function that lets you instantly change into a set of favorite equipment.

1. Change into your favorite equipment:

First, go to Change Equipment. Next, choose Change Equipment and put on all of your favorite equipment.

2. Register under Register Current Equipment:

This lets you register your current combination of equipment. You can enter it in any of 20 different slots.

3. Select the set under Equipment Set

From now on, you can instantly change into the combination of equipment at any time.

*You can change or erase your different sets by going to Edit Equipment Set.

Small Item Box

Sometimes you will come across small item boxes while away from your house. While a small item box cannot hold equipment, you can use it to store items.

The places where small item boxes are located are the Gathering Hall, Felyne Kitchen, and Pokke Farm. If your item pouch ever fills up, try using one of these small boxes to free up some space.

Your House

Bookshelf

As you go along clearing quests, the monthly magazine "Hunting Life" will be delivered to your house. These magazines contain lots of useful information that will make your life as a hunter much easier.

Change Hairstyle

You can also change your character's hairstyle at your bookshelf. Select a hairstyle from the hairstyle list, then use the RGB color bars to pick your new hair color. You can also use the color samples located under the color bar to change your hair color.

Change Clothing

Like hairstyles, you can also change your characters clothing at your bookshelf. Just select the clothing you want from the available list. You may even want to try changing your clothing depending on your mood for the day.

Felyne Kitchen

During the game you will be able to hire Felynes to cook for you in your kitchen. Once you have one or more Felyne chefs, sit down at your kitchen table. One of the Felynes will come out to take your order. Select the ingredients you want the Felynes to use to make your meal. The effects of the meal will differ depending on the ingredients used and the skill of the chefs.

Felyne Granny

You can hire Felynes from the Felyne Granny in the village. The number of Felynes you can hire at one time will increase as your character's level goes up, and at maximum you will be able to employ up to five Felyne Chefs simultaneously.

From the second Chef on, you will need to pay the Felyne Granny in order to hire another Felyne.

Order Food

Once you sit down at your house's kitchen table, a Felyne will come to take your order. At that time, you will need to choose the ingredients you would like them to use. Different ingredients will bring about different effects when your character eats the resulting dish. Be sure to try lots of different combinations!

A new board has made its way into the Felyne Kitchen: the Comrade Board! See page 21 for more information about Felyne Comrades

Kitchen Board

At the Kitchen Board, you can manage the different Felyne Chefs you are currently employing. When multiple Felynes are cooking together, you will need to pay for the food you order, but the effects you get from eating it are also much better. Also, you can have the Felyne Chefs you employ cook meat or fish, change their uniforms, or designate a new leader.

Change /Dismiss

Here you can change a Felyne Chef's job to Felyne Comrade, and you can also release a Felyne from your service.

(See page 21 for more information on Felyne Comrades)

BBQ Service

You can have your hired Felynes cook meat and fish for you. Select BBQ Service, then give the Felynes some raw meat or another similar item. Once you pay them, you will be able to pick up a freshly made dish when you come home from a quest. The higher your Felyne Chefs' Kitchen Level, the more expensive their dishes are. However, the food they prepare is much better.

Individual Felyne

There are many different types of Felynes you can hire. Not only that, they each have a different kind of ingredient that they are proficient at preparing.

Kitchen Level

The Felyne Chef you employ can raise their Kitchen Level by cooking and by receiving items. As their Kitchen Level increases so does their ability to cook a larger quantity of dishes and prepare them more proficiently. Their various abilities also increase.

Information Level

Felyne Chefs are constantly gathering all sorts of information. The higher a Felyne Chef's information level is, the more important the information they gather will be. Talk to them every now and then to hear what they've found out. You may even be able to get an item from your Felyne Chefs.

Food Specialty Skills

Food Specialty Skills are mysterious skills that occasionally activate when you eat a dish prepared by a Felyne Chefs. Each Felyne Chef has three types of Food Specialty Skills that they can activate, and you can see which skills they possess by checking the Kitchen Board. If you cause the Felyne Chefs to be in a good mood by ordering a type of dish they are good at preparing, then they may create a dish that will activate a Kitchen Skill.

Village Chief

Accepting Quests

The Village Chief will give you quests when playing the game in single-player. Once you talk to the Chief a menu will open up and a list of Quest Requests will be displayed.

Some quests require you to fulfill certain conditions before they will appear, and others will simply appear by random chance.

Quest Requests

Quest Type

This shows you the kind of quest you are currently viewing, such as Hunting Quest, Slaying Quest, Gathering Quest, or others. Once a player accepts a quest a Quest Request icon will be displayed.

Hunting Quest (White)	Slaying Quest (Red)	Gathering Quest (Green)

*The color of the icon changes depending on the type of quest.

Reward

The amount of reward money you will receive upon clearing the quest. Sometimes this amount may be reduced depending on how the quest actually plays out.

Contract Fee

The amount of money you will need to pay in order to accept the quest. If you are able to clear the quest successfully, you will receive twice as much as what you paid here.

Time Limit

The amount of time by which you need to successfully clear the quest. If you are unable to complete the quest within this time, you will fail the quest.

Location

The location where the quest will take place. Most locations are further separated into day and night versions. The same area may be very different depending on whether you visit it at night or during the day.

Quest Level Clear Marks

Purple Clear: This will appear once you have cleared all the quests for that level.

Red Clear: This appears when there is still at least one hidden quest left to be found. Perhaps if you can fulfill the necessary conditions...?

No Mark: This indicates that you still have uncleared quests.

The Ever Expanding Hunter's Life

Once you complete a large number of quests and take your place as a top-notch hunter, you may be able to start taking on quests from another character in addition to the Village Chief.

Gathering Hall

You can use the Gathering Hall located at the rear of the village to accept quests when playing together with other players. You can search for members to join you in a quest you have already accepted, and you can also choose to participate in a quest that another player has accepted.

In addition, the Gathering Hall contains a Hunter's Shoppe that sells all sorts of miscellaneous goods required for quests and a table that allows you to have fun with special Actions.

Entering the Gathering Hall

*When using the Wireless LAN function to connect via Wireless Play, please ensure that your PSP®'s WLAN switch is set to the On position.

When entering the Gathering Hall, you will first need to choose whether or not you will play online or offline. If you select the offline Gathering Hall, you will then be able to go to the Gathering Hall without needing to connect via Wireless LAN.

If you select the online Gathering Hall, and if you have your Online Gathering Hall option set to Manual (which can be changed under your village's Options) you will then be able to choose which Gathering Hall you would like to enter.

(If you have the choice set to Auto, the first available Gathering Hall will be selected for you automatically.)

Accepting Quests at Gathering Halls

Gathering Halls allow you to take on multi-player quests. When you talk to one of the girls at the reception counter, a menu will be displayed and you will be able to view a list of Quest Requests. (See page 16 for more information)

Differences Between Quests

Upon entering the Gathering Hall, you will notice three lovely ladies at the reception counter. Each one willing to provide you with challenging quests to further your hunting exploits. When first starting out, however, you will only be able to accept quests from the maiden on the left, and you will need to prove your skill as a hunter before the ladies in the center and to the right will provide you with quests. It is rumored that the lady to the far right has incredibly difficult G-Level quests...

Wireless Play (Ad-Hoc Mode)

When entering a Gathering Hall from the village, choosing the online Gathering Hall will have the game prepare to connect for Ad-Hoc Mode using the Wireless LAN function. Once it is done, you will then be able to enter the online Gathering Hall. You will not need to connect to an outside network, such as the internet, when using this mode, so there is no need for a Wireless LAN access point or internet service provider in order to enjoy Wireless Play.

Using Ad-Hoc Mode

- Please make sure that the WLAN switch is set to the On position.
- Please make sure not to turn the WLAN switch off until you have left the Gathering Hall.
- Please make sure that all players are in close proximity to each other for the best wireless performance.

Up to four people can enter a single Gathering Hall at a time.

In online Gathering Halls, you can do the following things.

Take on a quest with multiple players

You can accept a quest with up to three other players and work together to complete it. If there is a particular quest that is giving you trouble on your own, you may be able to clear it easily if you work together with your companions.

Treasure Hunter

This is a quest made just for two players.
Try to find as much rare treasure in the field as you can!

Send Guild Cards

Send your Guild Card to other players and build your friendship level.

Exchange Items

This will let you freely exchange items with other player characters.

Note: You can only exchange items with a Rare value of 1, 2 or 3. Items with a Rare value of 4 or higher, as well as weapons, armor and zennys can not be exchanged.

Felyne Comrade Exchange

This will let you give Felyne Comrades you have raised to other players and will also let you receive Felyne Comrades that other players have raised.

You cannot take Felyne Comrades (page 21) with you on quests that you have accepted at online Gathering Halls.

Training School

The Training School is a facility designed from the ground up to teach you all the skills and abilities you will need to survive and thrive as a hunter. Here you will be able to practice in a variety of specialized situations under the watchful eye of the Training School instructor. Listen to the instructor's advice and do your best to conquer all the different exercises.

*During Training School quests, you cannot make use of any personal items or take advantage of any effects you may have received from meals prepared by your Felyne Chefs. You also will not be able to bring a Felyne Comrade (page 21) with you either.

Training School Rules

In regards to the items and equipment you can use in the Training School, please be aware that the instructor will prepare everything for you. Also, while you will be unable to take home any items you may find during training, you will get to take home the rewards.

Select a Training Regiment

At the Training School, there are three main ways to train, each with different goals.

Beginner Training

These exercises are designed for those who wish to become hunters or who have just become hunters recently. This includes exercises that will help you become proficient with any weapons you may not yet know how to use. When just starting out, it is highly recommended that you come here first to learn the ins and outs of being a hunter.

Group Training

These exercises are designed to be played with multiple players. This means that tougher monsters than those found when playing solo will appear regularly. It is highly recommended that you cooperate with the other hunters in order to defeat them.

Solo Training

These exercises are designed to help you learn how to play effectively on your own. If you wish, you will be able to choose from a number of exercises that require a certain level of skill on your part.

*If you have just started the game for the first time, you will be unable to participate in solo exercises. Go and clear some of the Village Chief's quests first as you wait for these to become available to you.

Guild Cards

Guild Cards are proof of Hunters' exploits. Besides containing basic character information, Guild Cards keep track of stats such as how many Quests you have completed, how much treasure you have found, how many monsters you have slain, etc. In the Gathering Hall, you can also trade (give and receive) Guild Cards with other Hunters as a sign of friendship.

Examine:	Examine the data on your own guild card.
Edit:	Edit the contents of your guild card.
Give:	Give your guild card to other players. This can only be done when you are in an online Gathering Hall.
Card List:	A list of all the guild cards you have received from other players so far. You can also write a short note for each card if you wish.

Receiving Guild Cards

When in online Gathering Halls you can receive guild cards given to you from other players. When a guild card is given to you, a window will open. (If you are doing something else at the time, an icon will be displayed on the upper area of the screen instead.) Once the window has been displayed, select File to register the card you have just received. (You cannot receive guild cards if you are in "Departure Preparations Complete" status.)

Guild Card Secrets

Guild Card Materials:

The first guild card you will possess is cheap and made out of paper, but if you meet certain conditions your guild card can be upgraded. What could those conditions be...?

Friendship Levels:

This will go up as you complete more quests together with companions. Once you have saved up enough points, you just might get a reward from a certain someone from your guild...

Awards and Titles

As you complete more and more difficult quests and become recognized by the villagers and guilds, you can earn awards and titles. Any awards and titles you earn will be reflected on your guild card, and you can see what they are at any time. You can also change your title whenever you wish, and see what it is on your guild card. In order to collect these, you will not only need to clear many quests, you will also need to make good use of the different facilities found in Pokke Village.

Felyne Comrades

Felyne Comrades are Felynes that you can take along with you on quests.

During the quest, the Felyne will follow you and perform various actions in order to assist you.

You can only take one Felyne Comrade with you at a time.

You can also give Felynes you have raised to other players if you wish.

Employing Felyne Comrades

In order to employ a Felyne Comrade, the player must use the following methods.

Hire them from the Felyne Granny

There will be times when the Felyne Granny (see page 14) will introduce you to Felyne Comrades. You can also hire Felyne Chefs in this way.

Receive one from another player

You can also make use of Give Comrade and Comrade Transfer to receive Felyne Comrades that other players have raised.

Have a Felyne Comrade change jobs

You can have a Felyne Chef that you are currently employing change its job to a Felyne Comrade. Select the "Change / Dismiss" option from the Comrade Board, then choose the Felyne who you want to change jobs.

*You can also change a Felyne Comrade into a Felyne Chef. In fact, you can change a Felyne's job class as many times as you want without lowering its stats.

About Recovery Behavior

As soon as Felyne Comrades have taken on a certain amount of damage, they will burrow into the ground and not come back until they have recovered.

During recovery, one of the two icons shown here will be displayed next to the Felyne's name. If the Felyne has taken on large amounts of damage, it will take them that much longer to recover.

Left Icon: Recovering (Normal)

Right Icon: Recovering (Big Damage)

Quests where you cannot take your Felyne Comrade

You cannot take an Felyne Comrade with you on the following types of quests.

- Quests you accepted at an online Gathering Hall
  *However, you can take one with you on quests accepted at offline Gathering Halls
- Training School quests
- Treasure Hunter quests
- Some other quests

Quest Controls

*For information on village controls, please see page 08.

When not holding a weapon in its ready position, hold down the R button and press the △ and ○ buttons together to perform each weapon's special action.

Press and release:
Moves the camera to face in the direction that the player is looking

Hold down:
Opens the Item Selection Window

□ button or ○ button: Select Item

△ button or ✕ button: Select Bullet or Bottle (gunner only)

PSP® (PlayStation®Portable)

* PSP-3000 model displayed

Examine / Climb Ledges / Cancel Selections
○ button

Ready Weapon
Attack with weapon (except when using a bowgun. Please see how to use each weapon for more information)
△ button

Dash (while held down and moving)
Special Action for each weapon (while holding a weapon in the ready position. Please see how to use each weapon for more information)
R button

L button

Change camera perspective
Make selections
directional buttons

Move Player
Analog Stick

SELECT button
Kick

START button
Open / Close Menu

✕ button
Crouch
Evasive Action (when used together with movement)
Confirm Selection

□ button
Use Item
Put Away Weapon (when holding a weapon in the ready position)

Quick Stand Technique

If you are knocked off your feet, press the ✕ button while sliding the Analog Stick right before you stand back up. Doing this will change the timing needed for you to stand up and will also let you take quick evasive action in the direction that you slide the Analog Stick.

*You will need to be able to take front-rolling evasive action to make use of this.

If you are knocked down while using great swords, swords, lances or gunlances, slide the Analog Stick in the direction you wish to guard and hold down the R button (you can do this even if you do not have your weapon drawn by holding down the △ and ○ buttons in conjunction with the R button). Doing this will enable you to guard at the same time that you stand up.

Quest Screen Interface

Here we will explain how to make use of the game screen during quests. Once you understand what all the information on the screen means, you will be able to have a much more precise handle on your current situation at any given time during the game.

Health Gauge

Your character's Health. When it reaches zero the character loses consciousness.

Stamina Gauge

This will go down whenever your character dashes, evades, uses some special attacks, or performs other actions that require stamina. If your stamina gauge is empty, you will not be able to perform those actions. Stamina will recover itself over time, but over long periods of time the maximum amount of stamina the gauge can hold will go down.

Monster

There are many, many monsters that can be found on the map. Some are very small, while others appear to be as large as mountains. Most of these monsters see humans as nothing more than a tasty snack. And if you run into a monster that's too strong for you, remember that running away can be the smartest strategy to take at times.

Time Limit Display

This clock displays the time you have remaining in order to complete the quest. The long white needle moves in correspondence with the passage of time, and the red line indicates when the time limit will expire.

You can check the precise time in the START button menu (see page 11) under Quest Info.

Map

A map that shows where all the player characters are. The arrow icon that has the same color as your weapon icon indicates your current position.

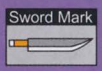
If you use Paint Balls (see page 37) or other similar items, you can also see monster locations here.

Item Window

Displays the item you are currently equipping.

Weapon Condition

When your character is using close-range weapons this mark will be a sword; when using a bowgun, it will be bullets; and when using a bow it will be bottles.



Shows the sharpness of your melee weapon. If you use the weapon continuously, its edge will dull, requiring sharpening with a Whetstone.

This indicates the condition of the ammunition you are using for your Bowgun or Gunlance. The more brighter-colored bullets there are, the more of them you have in stock. If they all run out, a reload indicator will be displayed on the screen.

This indicates the type of bottle (see page 34) that you have attached to your bow, and how many bottles you are currently using and carrying.

Player Character

The character you created in Character Creation mode and that you are currently controlling.

Ally Character

One of the companion player characters that came hunting with you. Their names are displayed over their heads to make it easy to recognize them. Play and cooperate together to enjoy your time in Monster Hunter even more and make it easier to take down difficult monsters. These characters will not appear when playing in single-player mode.

Character Names and Weapon Icons

This displays a list of the names of all of your companions and an icon indicating the type of weapon they are using. Furthermore, if you and/or someone in your group is spotted by any large monsters, an eye icon will be displayed next to their name.

Natural Recovery After Damage

Once you have taken damage, the section of your health gauge marked in red will recover on its own automatically as time passes. However, if you take multiple hits in a row, this section will disappear and you will need to heal yourself manually.

Great Sword

Heaviness is never a weakness. The Great Sword is a heavy, lethal weapon that risks everything on one well-aimed attack.

In power, the Great Sword surpasses the Sword. It can hack through multiple monsters with side-slices, but its size and weight make it much slower. After each attack, the wielder is left open momentarily, so wielding one of these skillfully requires practice. Due to the entire sword being used for blocking, its sharpness can drop faster than other weapons.

Handling Great Swords

△ button: Vertical slice
(hold it down for a charge slice)

○ button: Side-slice

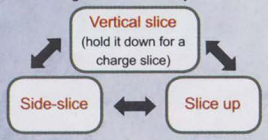
△ + ○ buttons: Slice up

R button: Guard
*When you are not actively using the weapon, hold down R and press ○ and △ together to guard.

SELECT button: Kick

Great Sword Combo Attack

By quickly transitioning to other attacks at the end of an attack, great sword attacks can be chained together for as long as you can continue them. You can also change the direction your character is facing while performing them.



By holding the Analog Stick to the left, you can direct the Vertical slice or Side-slice to the left.

By holding the Analog Stick to the right, you can direct the Vertical slice or Slice up to the right.

Charge Slice

By holding down the △ button, you can charge up your strength. Then, once you let go of the △ button, the resulting charge slice will be more powerful than the usual slash. However, while charging up you will be effectively defenseless and unable to move.

Long Sword

Beautiful, yet effective and deadly. The more this great sword derivative cuts, the sharper it becomes.

A derivative weapon that polishes down a great sword, lightens it, and gives it the ability to execute fast and flowing consecutive attacks. And the "spirit" that a true swordsman unleashes when he swings this weapon brings out its potential to its utmost fullest. However, the blade itself is extremely delicate, and therefore cannot be used to guard.

Handling Long Swords

△ button: Forward slice

○ button: Thrust

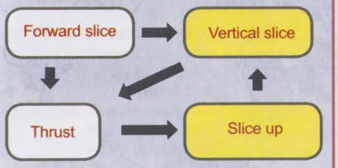
△ + ○ buttons: Sweeping slice

R button: Spirit Blade
(if you have enough Spirit gauge built up you can perform this multiple times)

*You can also execute this by holding down R and press ○ and △ together when your weapon is sheathed.

Long Sword Combo Attack

Like great swords, Long Sword attacks, with proper timing can be chained together with other sword attacks. The Vertical slice and Slice up attacks require their connecting move to be performed.



You can also insert a Spirit Blade attack after any attack by pressing the R button if you have Spirit Blade energy in your Spirit Gauge.

Spirit Blade

When you land standard attacks on monsters with swords, it will build up the Spirit Gauge. Press the R button to unleash a powerful Spirit Blade and use up the contents of the gauge. The less the gauge is built up, the less powerful the attack will be.

*If you can fill the gauge up to its maximum, both attack power and sharpness will go up temporarily.

Sword

A light, versatile weapon that can be wielded proficiently by anyone, from a beginner to a battle-hardened veteran.

A weapon that is light, well balanced for both offense and defense, and is easily wielded by beginners. And because it is a relatively small weapon, it doesn't get in the way of using items. On top of that, it can be easily upgraded to include poison and paralysis effects, making it easy to support companion players as well.

Handling One-Handed Swords

△ button: Slice down

○ button: Spin-slice

△ + ○ buttons: Jumping attack

R button: Guard
○ button while guarding: Guard attack
△ button while guarding: Slice up
□ button while guarding: Use item

*When you are not actively using the weapon, hold down R and press ○ and △ together to guard.

Sword Combo Attack

Press the attack button with good timing to string together different attacks.

Jumping attack
△ + ○ buttons (△ button when moving around in normal condition with your weapon sheathed)

△ button → Slice up
△ button → Slice down
△ button → Side-slice
△ button → Sword and Shield combo
○ button → Spin-slice
✕ button → Evasive action

Using items while your weapon is drawn

Unlike other weapons, you can use items even while you have your One-Handed Sword drawn and ready.

Dual Blades

A hidden trump card with overwhelming potential, its furious demon-like attacks can turn the tide of battle.

An aggressive attack style that abandons a shield entirely for pure offense. A derivative of the Single-handed Sword. Its tricky movements can be a little hard to control sometimes, but with its blindingly fast multiple attacks and temporary large boost in attack power thanks to its Demon Transformation ability, this weapon can be far more powerful than its appearance would have you believe.

Handling Dual Blades

△ button: Slice down
○ button: Right spin-slice
△ + ○ buttons: Thrust attack
R button: Demonization
(while in Demonization mode, this will also cancel the mode.)
*When you are not actively using the weapon, hold down R and press ○ and △ together to go into Demonization mode.

*Combo attacks that can be performed with the △ button can be modified to Spin-slice with the ○ button, and forward rolls with the ✕ button.

Demonization

By readying your weapon and pressing the R button, you can gain the powers of a demon temporarily. While in this mode, your attack power will be greatly improved, but your stamina will steadily decrease.

You can press the R button again at any time, or wait until your stamina runs out entirely, to end Demonization mode.

Hammer

No need for defense. A huge, powerful weapon that is made for charging into danger without looking back and crushing everything in its way.

This weapon has some of the highest attack power of any close-range weapon, yet it's also surprisingly light and functional. However, it is completely unable to block enemy attacks and has a limited range of attack, making it decidedly risky to use. That said, with its many varied charge attack derivatives and fierce power, it is capable of dizzying many large monsters and can be wielded to unleash ever-changing waves of attacks.

Handling Hammers

△ button: Smash down
*Cannot be repeated more than three times.
○ button: Side-smash
R button: Charge Power for Charge Attack
(release the R button to attack)
(has three different levels to this attack)
*When you are not actively using the weapon, hold down R and press ○ and △ together to Charge Power for Charge Attack. *Charging will cause your stamina to deplete.

Charge Attack

By holding down the R button you can build up your strength for a Charge Attack. Release the R button to perform a powerful attack, up to three different levels depending on how long you charge. If you charge up to the maximum level and then release R button while running, you will unleash a powerful, wide-hitting Whirlwind attack. While spinning, press the △ button to execute finish attacks that correspond to the number of times you span.

If the player is standing still when they press R button they will release a "Super Pound" hammer smash.

△ button on 2nd or 3rd spin: Two-Level Attack
△ button on 4th or 5th spin: Spin Punch

*If you press the R button soon after performing a charge attack, you will be able to transition directly into the next charge. (However, if you have just performed the maximum level charge attack, you will be unable to do this.)

Combo Attacks

Side-smash → Smash down
Side-smash → Charge attack

*By adding an ✕ button press you can smoothly transition into an evasive action.

Hunting Horn

By combining different tones you can change you and your companions' abilities.

A weapon that gives the hammer a run for its money in attack power and can also be used to play various Melodies that can change you and/or your companions' conditions. Depending on the combination of tones used in the Recital, you can not only strengthen and recover you and your companions, you can also enhance them with various status conditions. Together with its close-range attack abilities, this is a truly unique and valuable weapon.

Handling the Hunting Horn

△ button: Right swing
*Can be performed consecutively

○ button: Poke
*Can be performed consecutively

△ + ○ buttons: Overhead smash

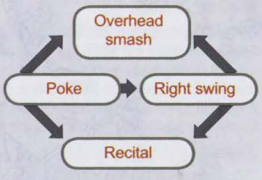
R button: Begin/End Recital
*When the Hunting Horn is put away, hold down R and press ○ and △ together to begin Rectial.

Recital

Press the R button when you have drawn the weapon or are in the middle of attacking to switch to Recital mode. While performing, you can produce up to three different tones by pressing either the △ button, the ○ button, the □ button, or the ○ and △ buttons together.

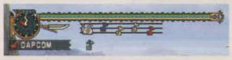
△ button: Note 1
○ button or □ button: Note 2
○ + △ buttons: Note 3
R button: Switch to close-range attack

Combo Attack



Music Gauge

While performing, a music gauge will be displayed on the top part of the screen. As the player performs, note icons will be displayed on the gauge. The color of the note icons will change depending on the type of Melody being played, and by combining the different colors of notes the type of effects produced can be changed.



If you can land multiple strong hits on a monster's head with the hammer or hunting horn, you might be able to temporarily stun that monster.

Lance

A walking fortress that can corner any target and stop every attack possible with a giant shield.

A giant lance with terrifying piercing power and a very long reach. Great skill is required to maneuver it due to its great weight, but fortunately, a thick and powerful shield helps to offset any vulnerability. When using this weapon, you will want to lay low and sidestep, then charge in and devastate anything in your way.

Handling Lances

△ button: Medium thrust
*Can be repeated rapidly up to a maximum of three times

○ button: Upper thrust
*Can be repeated rapidly up to a maximum of three times

△ + ○ buttons: Charge
△ button while charging: Finishing move
○ button while charging: Stop

R button: Guard
△ or ○ buttons while guarding: Guard attack
△ + ○ buttons while guarding: Charge
*When you are not actively using the weapon, hold down R and press ○ and △ together to instant guard.

If you use the Analog Stick and the ✕ button right after finishing an attack, you can smoothly transition into a back-step or side-step. And if you then press either the ○ button, △ button, or ✕ buttons after evading, you can continue into the next attack or evasive action.

Guard Movement, Guard Attacks

While guarding using the R button, you can continue to attack and move around.

Charge Attacks

Pressing the △ and ○ buttons together at the same time will ready your lance and execute a charge attack. By charging into the middle of a group of monsters you can send them scattering, and by charging into a large enemy you can deal damage over and over. Charge attacks require stamina to be performed.

Gunlance

Shoot, crush, deflect. There is no blind spot in this precision machine.

This weapon takes the impenetrable defensive power of the lance and adds a gunpowder-powered cannon to it. On top of that, it also adds a Wyvern's Fire attack that mimics the fiery breath of some monsters and has upgraded the lance to a mechanical one with fearsome firepower. However, because this design exceeds the limitations of the original Lance design, the use of gunpowder has the side effect of reducing the weapon's sharpness, and the powerful Wyvern's Fire attack causes the weapon causes the weapon to heat up greatly after using it, making it more difficult to handle.

Handling Gunlances

△ button: Forward thrust
(Can be repeated rapidly up to a maximum of three times)
△ button while moving: Rushing upwards thrust

○ button: Fire

△ + ○ buttons: Upward swing

R button: Guard
△ button while guarding: Guard attack
○ button while guarding: Reload
△ + ○ buttons while guarding: Wyvern's Fire *When you are not actively using the weapon, hold down R and press ○ and △ together to guard.

If you use the Analog Stick and the ✕ button right after finishing an attack, you can smoothly transition into a back step or sidestep. And if you then press either the ○ button, △ button, or ✕ buttons after evading, you can continue into the next attack or evasive action.

Fire

This attack lights the gunpowder stored in the ammunition chamber and performs a powerful cannon attack. The type and power of the attack will change depending on the specific type of Gunlance used. Furthermore, there is no need to purchase more ammunition to use this attack, like there is with the bowgun. If the ammunition chamber runs out, all you have to do is reload.

*If the weapon's sharpness reaches the lowest possible condition (when the sharpness gauge starts to blink red), you will not be able to perform Fire.

Wyvern's Fire

An attack that makes use of monster breath attacks. After using it, you will need to give the weapon some time to cool off.

Similarities with Lances

In addition to being able to move and attack while guarding, the fact that the standard evasive action is a back-step rather than a forward roll is exactly the same as a lance.

Lances and Gunlances can perform consecutive attacks by combining the Ⓐ and Ⓞ buttons.

Bowgun

From bullet support to rear support, this long-range weapon can be outfitted for any situation just by changing its ammunition type.

A giant portable cannon that can send powerful projectiles flying over long distances via gunpowder. Compared to a swordsman, there is much less risk involved with using this weapon, but the only armour you can use with it has been created to work exclusively with Gunners, there is an inevitable trade-off in defensive power as a result. There is also a limit to the ammunition, and when it runs out you will need to buy more before the weapon will be of any use. Therefore, using it requires tactics that are vastly different from those used for close-range weapons.

Light and Heavy; the two types of Bowguns

Light Bowgun:

Comparatively light, these bowguns do not interfere with their user's maneuverability. There are even some models that allow for repeated firing of certain special kinds of ammo.

Heavy Bowgun:

This type is much heavier, and makes each movement slower as a result, but it makes up for it by providing the ultimate in long-range destructive power.

Handling Bowguns

Ⓐ button: Reload

Ⓞ button: Fire

Ⓐ + Ⓞ buttons: Melee Attack

*When you are not actively using the weapon, hold down R and press Ⓞ and Ⓐ together to perform a Quick Reload.

Changing Bullets: Hold down the L button to open the Item Window, then use either the Ⓐ button or Ⓧ button to change between the different types of ammunition.

About the change between Bowgun Shoulder Sight and the Scope Screen

During a quest, you can open the START button menu, go to Options, then select Simple Bowgun Aiming to change the way you can switch between simple aiming and the scope screen.

Type 1

R button: Change to Scope Screen

Hold L button while using directional buttons: Simple Aiming Movement

Type 2

Tap R button: Change to Scope Screen

Hold down R button: Change to Simple Aiming Mode (move the sight with the directional buttons)

During a quest, you can open the START button menu, go to Options, select Aiming Controls, then choose whether or not the camera will position itself behind your character's back when using simple aiming.

Scope Screen Controls

When using the Scope Screen, the perspective will change to that of the player character, and you will be able to aim with much more precision as usual. Unfortunately, as a result you will not be able to move while doing so.

Ⓐ button: Reload

Ⓞ button: Fire

Analog Stick: Moves sight

directional buttons (when using Sniper Scope): Changes magnification of target

directional buttons (when using normal scope): Moves sight

R button (Bowgun Shoulder Sight Type 1): Return to main screen

Tap R button (Bowgun Shoulder Sight Type 2): Return to main screen

Hold down R button (Bowgun Shoulder Sight Type 2): Switch to simple aiming mode

Bow

A deadly weapon with no limits to its range. Monsters facing this must deal with a hail storm of arrows.

A lightweight, portable, yet highly versatile weapon suitable for almost any hunt imaginable. It can be fired anywhere from medium to long-range distances, can be charged to build up attack power, and can be used together with special coatings to enhance itself with all sorts of extra effects. However, its user can only shield themselves with armour made for Gunners, which requires you to always keep a safe distance between you and your prey.

Handling Bows

△ button: Draw Bow (release △ to fire)

○ button: Melee Attack

△ + ○ buttons: Apply Coating

R button: Aim (can also be performed with the directional buttons) *When you are not actively using the weapon, hold down R and press ○ and △ together to perform a close-range attack.

*While drawing the bowstring you can press either ✕ or □ to transition into evasive actions.

Changing Bottles: Hold down the L button to open the Item Window, then use either △ or ✕ to change to the bottle you would like to use.

Drawing the Bow

By drawing the bow and charging up your strength, you can bring out the full destructive power of the arrow. You can also move around while charging. The amount of time you spend charging will affect the resulting attack, but exactly what kind of attack it will turn out to be is also determined by the type of bow you use.

Build up strength: Hold down the △ button

Attack according to time spent charging: Release the △ button while charging
*Charging will also cause you to lose stamina.

Apply Coating

By using different bottles of Arrow Coatings with your bow, you can enhance your arrows with a variety of different effects. To attach a bottle to your bow, press the △ and ○ buttons together.

The type of coating you are currently using will be displayed underneath your stamina gauge. Large coatings indicate a reserve of 10 bottles, and a small bottle indicates a reserve of one. Every arrow you fire will use up one bottle.

Types of Coatings and their effects

Power Coating
Increases the arrow's attack power.

Poison Coating
Gives the arrow a poison effect.

Close Rng Coating
Effective when used in close-range fights.

Paralysis Coating
Gives the arrow a paralysis effect.

Paint Coating
Gives the arrow a paint effect (see page 37).

Sleep Coating
Gives the arrow a sleep effect.

*There are also some bows that will enhance the effects of poison, paralysis, and so on.

Equipment Details

The equipment used by hunters possesses a huge variety of different stats. You can see what those stats are by viewing a piece of equipment in your item box (see page 12) or under Equipment Details in the START button menu (see page 11). If a skill is influencing a piece of equipment's stats, that stat will be displayed in green.

Weapon Stats

Attack: Indicates the power of the weapon. Some weapons also provide bonuses to defensive power.

Affinity: This is the percentage that indicates how often that weapon will score a high-powered critical hit.

Sharpness: Indicates the weapon's sharpness.

Element Attribution: Indicates the strength of that weapon's element. In addition to the five basic types of Fire, Water, Thunder, Ice and Dragon, there are also some elements that will cause monsters to become poisoned or paralyzed.

Note: Displays the type of notes that the hunting horn can play. There are seven types of notes all together, and the different effects you can achieve by combining notes is one of the defining characteristics of the hunting horn.

Shelling Type and Level: The type of cannon used on a Gunlance, as well as its attack power level. The range of attack will change depending on the type of cannon. There are five different levels for cannons, and the higher level a cannon is the more powerful its attack power will be.

Reload: The time it takes to reload a bowgun.

Recoil: The size of the recoil caused when firing the bowgun.

Mod Level: Indicates the degree to which the bowgun has been upgraded. Upgrades can be performed at the Equipment Shop in the village.

Cap.: Displays the type and capacity of Ammunition used in the bowgun. Any bullets you possess that cannot be fired with the current bowgun will be displayed in the Item Details window with an X over their icon.

Charge Attack: Shows the type and level of arrow used with each level of the bow's charge attack. The higher the level, the more powerful the resulting attack will be.

Usable Coating: The types of coatings that can be applied to the current bow. Like bowgun bullets, any coatings that cannot be applied to the current bow will be displayed in the Item Details window with an X over their icon.

Armor Stats

Defense

The amount of damage caused by physical attacks that the armor will defend you from.

Resistance

The armor's resistance to the different types of elemental attacks. The higher the number is, the more damage the armor will protect you from.

Level

The upgrade level. This indicates the degree of the armor's upgrades, which you can have performed at the Equipment Shop.

Skill Points

Indicates the type and point level of skill you have given the armor.

Shared Weapon and Armor Stats

Hunter Type

The type of hunter that can use that particular weapon or armor. Hunter types are mainly divided into swordsman types and gunner types, and the kinds of equipment they can use are directly related to those.

Rarity

Each piece of equipment is rated on a 1-10 scale of rarity. The higher the score is on the scale, the more rare and valuable that piece of equipment is.

Slots

These allow you to attach decorations to your equipment. The number of circles shows the number of available slots.

Hunter's Individual Characteristics Depend on the Coordinates

Although it is of course perfectly fine to simply build your character up to be stronger and stronger, sometimes you may want to mix things up and have them dress nicely before going out on a hunt. Well, don't worry; there is some equipment that is well hidden out there that will make your eyes pop...

Meals and Stamina

Cooked meat, roasted meat, and other kinds of meat can be used to instantly restore your maximum stamina, which falls over time, back to its original height. However, it can some time to cook meat, and if you end up burning it it could have some undesirable effects should you eat it...

This will let you cook raw meat so that your player character can eat it. It cannot be used unless you have some raw meat in your possession. Look at the color of the meat to get an idea of how well it has been cooked, then press the ⊗ button when it is done. The music that plays while cooking it will also act as a hint.

Edible Items

Icons with teeth marks on top of them indicate that using that item requires eating it. This will be displayed mainly on cooked meats and certain types of plants. If you do not see the teeth marks around an item, it means that it is inedible, even if it is a plant or meat.

Tracking Items

Monsters can and do go anywhere on the wide open maps, so if you're trying to find a specific one you will want an item like the ones shown below. Every true hunter needs to know how to make the best use of items, so learn what they do and learn it well.

Place raw meat on the ground to lure them out!

Use Paint

Paint Balls (or paint shells or paint coated arrows) can be used to track any monster they hit anywhere on the map for a limited period of time.

Data Install

Data Install is a function that can shorten the game's load times by saving install data on to a Memory Stick™ and using that data in conjunction with the game's UMD™ to play the game.

In order to take advantage of Data Install, you will need a Memory Stick™ with 580MB or more of free space available.

When using Data Install, you will need to keep your Monster Hunter Freedom Unite UMD™ in your PSP® system.

Saving Install Data

Saving install data will take data from the UMD™ as it is loading and save it to your Memory Stick™.

Select Data Install from the game menu (see page 05), then follow the instructions on the screen to save the data.

Saving install data will take some time to complete.

While saving the install data, please do not take the Memory Stick™ out of the PSP® or cut the PSP®'s power. Please make sure that the PSP®'s battery is sufficiently charged or that it is connected via an AC power cord before saving the data.

Turning Data Install On and Off

In order to use Data Install, you will need to first turn it on the game's Options screen.

From the game menu, select Options (see page 07), or open the START button menu's options (see page 11) while in the village, then select Data Install and set it to On.

*In order to use Data Install, you will need to keep the Memory Stick™ that contains the saved install data in your PSP® at all times while playing Monster Hunter Freedom Unite.

*When loading the install data, the Memory Stick™ access indicator will flash. While this is happening, please be extra careful not to remove the Memory Stick™ from your PSP®.

Download

Selecting Download from the game menu will allow you to connect your PSP® system to a wireless network using the PSP®'s Wireless LAN functionality and download various quests and bonuses.

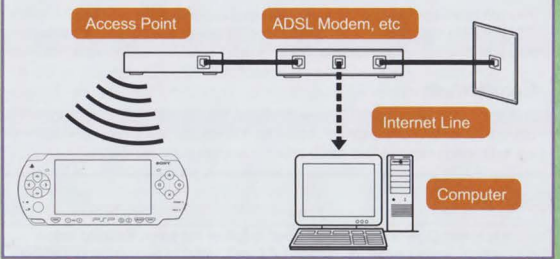
There is no need to register, and you do not need to pay any fees (*).

You can accept the downloaded quests at the Gathering Hall or Training School at any time after they have been downloaded.

*You will need to have access to a wireless network that is connected to the internet, which may include paying internet service provider fees.

Example Network Connection:
Every network machine and method of connecting and setting up can be different depending on the hardware used.

Connect to a network via an access point



For more information on using Infrastructure Mode on your PSP®, please see your PSP®'s instruction manual.
Please be aware that Download services are limited.
In some cases, online services may be shut down without any forewarning.

Usage Notes

Before selecting Download on the game menu, please make sure that your PSP®'s WLAN switch is set to On and that it is not turned Off before returning to the game menu.

This product's online functionality was developed using software that was created by the NetBSD Foundation, Inc and its associated partners.

For more information, please go to http://www.scei.co.jp/psp-license/pspnet.txt

Required Hardware and Environment

In order to use the Download function, you will need the PSP® system you usually use to play Monster Hunter Freedom Unite, your Monster Hunter Freedom Unite UMD™, and the following hardware/environment.

Before using each piece of hardware, please make sure to read the instruction manual for each one and that you use them properly. Before using the Download function, please ensure that all the necessary hardware has been properly connected, and if necessary, that each piece of hardware's settings have all been properly assigned.

Memory Stick™

This is required in order to save the downloaded data.

Broadband Network Connection

This usually will be an ADSL connection, a cable connection, or an FTTH connection. You will also need to sign a contract with an internet service provider to have your connection be connected to the internet.

Broadband Network Accessory Hardware

You will need the necessary cables or wireless adaptors in order to connect the ADSL etc modem to the network hardware and accessory hardware.

Wireless LAN Access Point

You will need access to a Wireless LAN that is compatible with the PSP®'s wireless LAN functionality. For security reasons, we recommend that you also set up an SSID and WEP key.

Computer, etc

You may need a computer in order to set up the wireless LAN access point. For more information on setting up the access point, please read the instruction manual that came with the access point hardware.

Connecting

Once you select Download, you will need to follow the steps detailed below. When setting up your network, please be sure to refer to your internet service provider's connection settings information and wireless LAN access point hardware manuals as necessary.

1 Select Download at the game menu

Set the PSP® system's WLAN switch to the On position, then select Download from the game menu.

2 Access Saved Content

You will be given the option to access downloadable Bonus content currently saved on Memory Stick™. If you have no saved Bonus content on your Memory Stick™ or no Memory Stick™ inserted, press the ⊗ button to continue.

3 Select the connection method

Upon selecting Download at the game menu, you will proceed to the network connection screen.

If you have already set up the network successfully, all you will need to do is select the name of the network you wish to connect to.

▶ Go to step 4

If you do not yet have connection settings, or your connection settings do not appear, please choose "Create new connection".

▶ Go to step 3

*The connection settings you will use here must be arranged separately from the settings for every wireless LAN access point you will use.

3 Choose Network Settings

After selecting the connection name, you will need to set up the wireless LAN. Please select the choice that is most appropriate for you.

Scan

This will search for the SSID of all nearby access points.

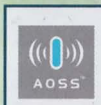
If you do not know the SSID of the network you wish to connect to, please choose this. After setting the SSID, you will then need to set up the security options for that access point.

Enter Manually

This will let you input the SSID for the access point manually. After setting up the SSID, you will then need to set up the security options for that access point.

Automatic

Choosing this will then take you to a screen where you can choose from a number of automatic settings. After choosing your desired wireless LAN access point, follow the instructions on the screen to complete the settings. (These automatic settings are compatible with Buffalo).



AOSS™

AOSS™ (AirStation One-Touch Secure System) is a technique developed by Buffalo that allows you to easily and automatically set up a secure wireless LAN with just one touch.

Use Wireless Hotsopt

Connect automatically via T-Mobile® USA HotSpot.

4 Network Connect

Select the network settings you wish to use at the network connection settings screen, then connect to the network. When connecting, you may need to enter an ID and password; if you do, the appropriate entry fields will be displayed on the screen.

5 Proceed to Online Main Menu

Once you are able to successfully connect to the network, the Online Main Menu will be displayed. If you are unable to connect to the network, try changing the connection and settings one more time.

Download Screen

At the Online Main Menu, you can download a number of special quests and bonuses and view all kinds of information.

(*) You will need to pay a fee to your internet service provider before you can connect to the network.

Top Menu

After you have finished connecting, this is the screen that will first be displayed. From this screen, you can easily see the most recent information updates.

Controls

- ⊗ button: Used to execute downloads and confirm selections.
- ○ button: Used to return to prior screens and cancel selections.
- △ button: Displays help relating to the download process.
- □ button: Displays details of the currently selected quest.
- START button: Disconnects from the network and returns you to the game menu.
- L button, R button: Used to flip between pages.

Quests

Here you can download event quests and challenge quests.

1: Cursor	Can be controlled with the Up and Down buttons on the directional buttons. Use this cursor to select quests.
2: Quest List	A list of quests that can currently be downloaded. Quests that you have already downloaded are displayed in grey.
3: Quest Information	Displays information relating to the currently selected quest.

*These screens are from a developmental version, and the download quest names you see may be different from the ones shown here.

Quest Download Process

1. Move the cursor to the quest you wish to download, then press then ⊗ button.
2. Once the confirmation screen has appeared, select Yes to begin the download.

*You can save up to a maximum of six downloadable quests at one time. If you have already saved six quests, you will need to overwrite one of them when downloading a new quest.

Accepting Download Quests

Saving downloaded quests

Once you select the quest you wish to download and start to download it, that quest will be saved to your Memory Stick™.

If you already have game data on the stick you will not need to create any more free space, but if you do not have any game data on the stick you will need at least 1,824KB of free space available.

Accepting downloaded quests

You can accept a downloaded quest at any time from either the Gathering Hall or the Training School. If any other players wish to challenge the quest together with you, they will be able to play the quest even if they haven't downloaded it themselves.

Bonuses: Here you can download a variety of bonuses.

Information: Here you can view a variety of different information.

If you are unable to connect to the network

If you are unable to connect to the network, please read pages 39-41 once more and double check the settings for all the hardware you need to connect to the wireless LAN access point.

After checking every connection and setting, please conduct a connection test like the one described below, then check everything on this page in accordance with the results.

If after checking every setting you are still unable to connect to the network, please contact the User Support Center using the contact information written on the inside cover of this manual.

When contacting the User Support Center, please be ready to explain your situation, the hardware you are using, what error message you received, what your settings are, and any other symptoms that may be useful in determining the problem.

Connection Test

From the PSP® system's home menu, select Settings, Network Settings, Infrastructure Mode, then move the cursor to the network you are using and press the △ button. From the menu that pops up, please select Connection Test and test to see if the network connection is functioning properly or not.

If you were able to connect successfully

If your connection test indicated that you were able to successfully connect to the network but you are still unable to download any content, there is a chance that the download service may be temporarily suspended or shut down.

For information on the download service's status, please visit the Monster Hunter Freedom Unite site at http://www.capcom.com/monsterhunter/

If you were not able to connect successfully

If the connection test failed, please check the following items.

Check Network Settings

Make sure that all of your network settings are correct.

Move to a location with better wireless reception

If you are too far away from the wireless LAN access point, you may not be able to connect successfully. Please try moving as close as possible to the wireless LAN access point and trying again.

Check the hardware settings

Double check the settings for the hardware used to create the wireless LAN access point and connect to the network.
The following items may be necessary depending on the situation.

A MAC address that allows for communications

Depending on your wireless LAN access point settings, you may need to register your PSP®'s MAC address so that it will be allowed to connect. You can see what your PSP®'s MAC address is by going to the PSP®'s home menu, Settings, System Settings, and selecting System Information.

A port that allows for communications

Depending on your network connection settings, you may need to open up a port to allow for communication access. Monster Hunter Freedom Unite uses TCP:80.

Change Power Saver Settings

If you are frequently disconnected from a network connection, try going to your PSP®'s home menu, then Settings, Power Saver Settings, WLAN Power Save Mode, then turn it to Off.

Change Proxy Server Settings

Your proxy server settings may be interfering with your ability to download content. To change your proxy settings, go to the PSP®'s home menu, select Settings, Network Settings, Infrastructure Mode, then move the cursor to the network you are currently using and press the △ button. When the new menu opens up, select Edit, Address Settings, Custom, then set Proxy Server to "Do not use."

*If, after setting Proxy Server to "Do not use" you are still unable to download any content, please check the contents of your internet service provider's documentation.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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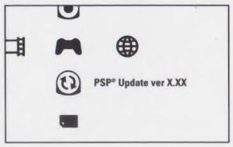
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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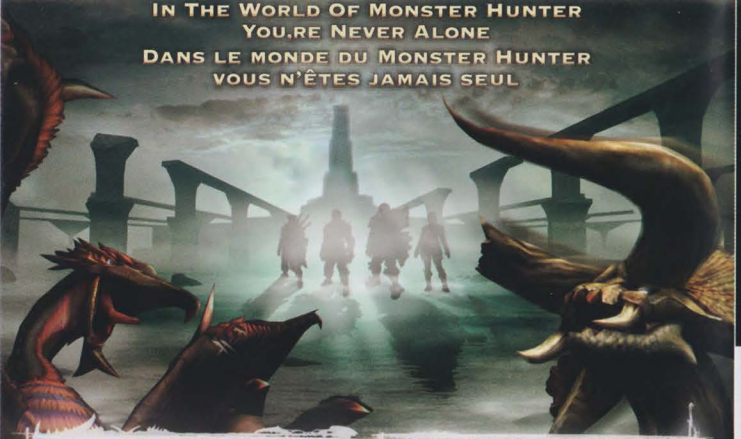

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1 joueur | Memory Stick Duo™ 1824 Ko | Compatible avec Wi-Fi (Ad Hoc)(1–4 Players) | Compatible avec Wi-Fi (Infrastructure)(Télécharger seulement)

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.
La connexion internet peut être requise pour certaines fonctions Wi-Fi. Le joueur est responsable des frais Wi-Fi.

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DOLBY PRO LOGIC II

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Comic Mischief	*Espièglerles*
Fantasy Violence	*Violence fictive*
Use of Alcohol	*Usage d'alcool*

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